

FIG. 1



```

29  #include <string.h>
31  #include <stdio.h>
26
28  // Here with some definitions used to select sections of code
33  // with pre-processor directives:
34  #define USE_CODE_SECTION_1 1
30  #define USE_CODE_SECTION_2 1
28  #define USE_CODE_SECTION_3 0
30
34  main ( )
32  {
34  char buf[] = "Original string";
30
36  #if USE_CODE_SECTION_1
38  #if USE_CODE_SECTION_2
36  strcpy(buf, "String 1");
38  #else // don't use code section 2
40  strcpy(buf, "String 2");
40  #endif //USE_CODE_SECTION_2
38  #else // don't use code section 1
42  #if USE_CODE_SECTION_3
42  strcpy(buf, "String 3");
42  #else // don't use code section 3
30  // in this case leave the original string intact
42  #endif //USE_CODE_SECTION_3
42  #endif //USE_CODE_SECTION_1
30  }
```

FIG. 3

```

29  #include <string.h>
31  #include <stdio.h>
26
28  // Here with some definitions used to select sections of code
33  // with pre-processor directives:
34  #define USE_CODE_SECTION_1 1
30  #define USE_CODE_SECTION_2 1
28  #define USE_CODE_SECTION_3 0
30
34  main ( )
32  {
34  char buf[] = "Original string";
30
36  #if USE_CODE_SECTION_1
38  #if USE_CODE_SECTION_2
36  strcpy(buf, "String 1");
38  #else // don't use code section 2
40  strcpy(buf, "String 2");
40  #endif //USE_CODE_SECTION_2
38  #else // don't use code section 1
42  #if USE_CODE_SECTION_3
42  strcpy(buf, "String 3");
42  #else // don't use code section 3
30  // in this case leave the original string intact
42  #endif //USE_CODE_SECTION_3
42  #endif //USE_CODE_SECTION_1
30  }
```

FIG. 2

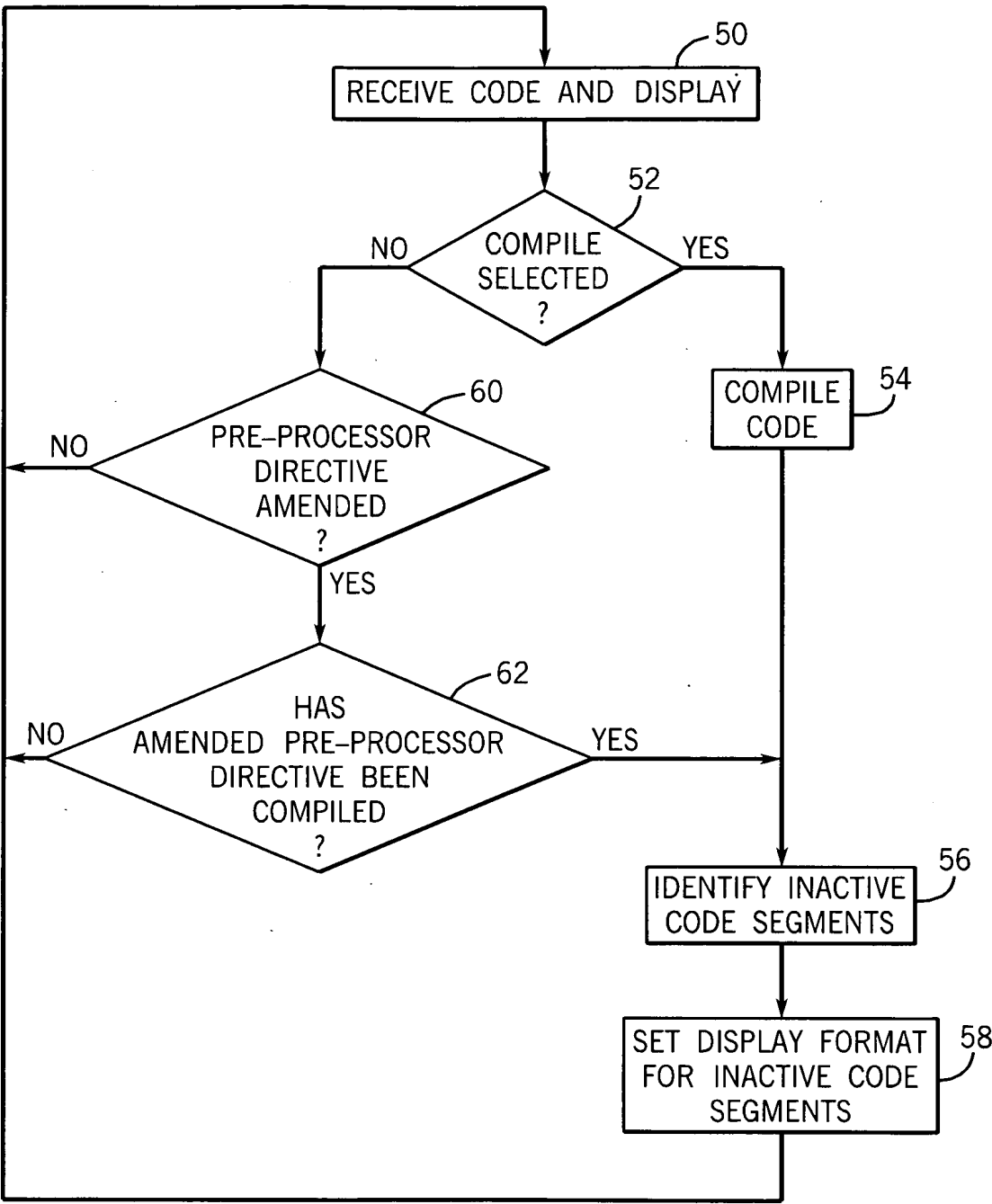


FIG. 4